DESTROY ALL HUMANS!®

Instruction Manual

THQ®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-54384

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 130KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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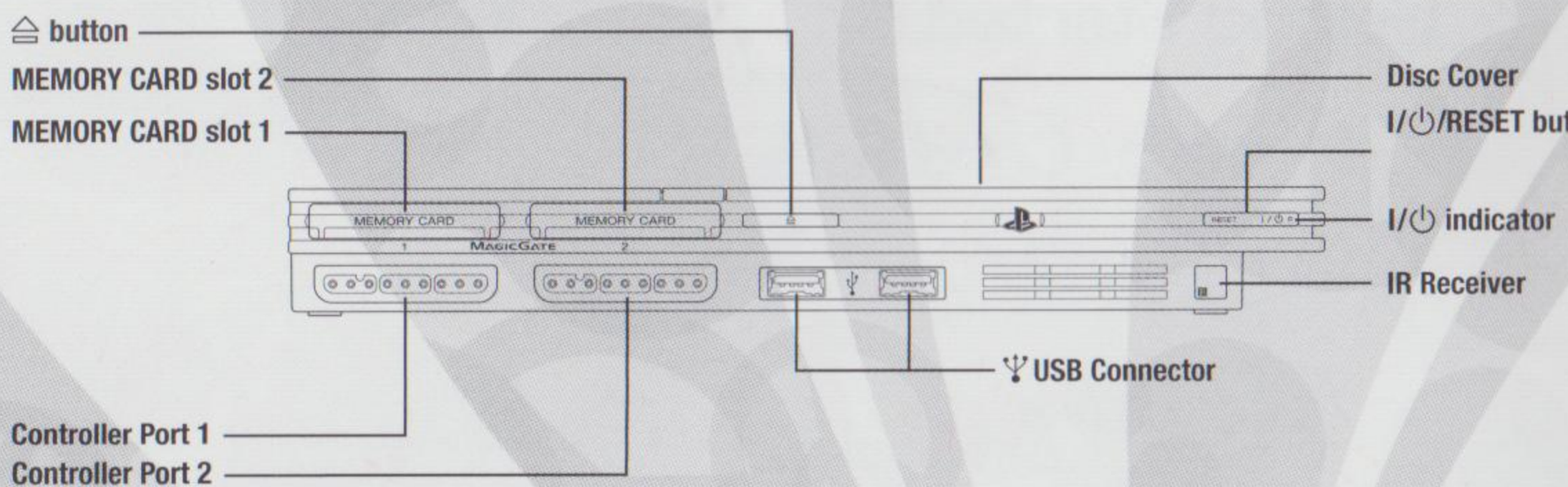
GETTiNG STARTED



Set up your PlayStation®2 computer entertainment system according to the directions in its Instruction Manual. Attach game controllers and other accessories, as appropriate. It is advised that you do not insert or remove accessories once the power is turned on. Check that the system is turned on (the I/⏻ indicator is green). Press the ⏏ button to open the disc cover. Place the Destroy All Humans®! 2 disc with the label side facing up in the disc holder, and then close the disc cover. Follow the on-screen instructions and refer to this manual for information on using the software. Please make sure there is enough space on your Memory Card (8MB) (for PlayStation®2) before commencing play.

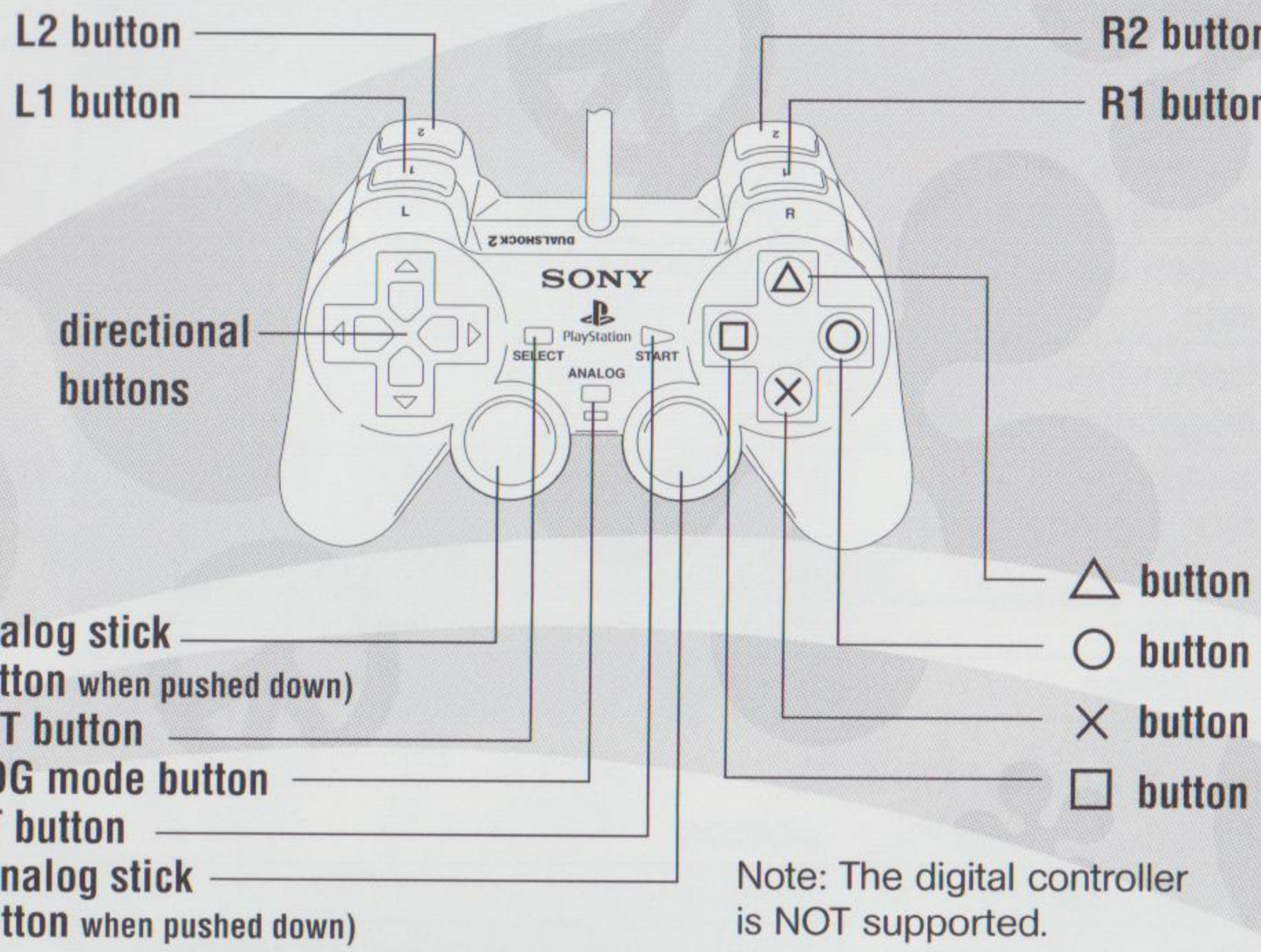
Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same Memory Card (8MB) (for PlayStation®2) or any Memory Card (8MB) (for PlayStation®2) containing previously saved games.

Auto Save

As you progress, your game will automatically be saved to the Memory Card (8MB) (for PlayStation®2). During the auto save process, a special prompt will appear on screen indicating your progress is being saved automatically. While the prompt is on screen, DO NOT remove the Memory Card (8MB) (for PlayStation®2) or turn off your console. Auto saving takes place at the following points: Death, Mission Success, Mission Failure, Return to Mothership, and when you exit the Options Menu.

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



Note: The digital controller is NOT supported.

Menu Navigation

Menu/Interface Controls

BUTTON	ACTION
Directional button ↑ / ↓	**Highlight menu item**
Directional button ← / →	**Change highlighted item**
△ button	**Back**
× button	**Accept**
L1 button	**Cycle menus left**
R1 button	**Cycle menus right**

Game Controls

Alien Controls

BUTTON	ACTION
Left analog stick	**Walk/Run**
Right analog stick	**Free Look**
□ button (hold)	**Select Weapon**
× button	**Jump/Activate Jetpack (hold for Jetpack)**
○ button (hold)	**Mind Flash**
△ button (tap repeatedly)	**Body Snatch**
L1 button	**Select Ability**
R1 button	**Fire Weapon**

Game Controls

Alien Controls

BUTTON	ACTION
(After body snatch) L1 button (hold)+ ⊗ button (tap repeatedly)	**Cortex Scan**
L1 button (hold) + ⊗ button (tap repeatedly)	**Extract Brain/Transmogrify (when targeting inanimate object)**
L1 button (hold) + △ button	**Activate Psychokinesis**
L1 button (hold) + ○ button (tap repeatedly)	**Order Free Love**
L1 button (hold) + □ button (tap repeatedly)	**Order to protect (enemy) or follow (civilian), and forget (enemy or civilian already under protect or follow directive)**
START button	**Pause game/Access menus**
SELECT button	**Access Nav-Map**

Psychokinesis (PK Mode) Controls

BUTTON	ACTION
Right Analog Stick	**Move object**
□ button	**Push object**
○ button	**Pull object**
△ button	**Throw object**

UFO Controls

BUTTON	ACTION
Left analog stick	**Move UFO forward/back, strafe left/right**
Right analog stick	**Move UFO left/right/up/down**
⊗ button	**Gene blender**
△ button	**Land/Takeoff (over an Landing Zone)**
○ button	**Navi-com**
L2 button	**Cloak**
□ button (hold)	**Select weapon**
R1 button	**Fire weapon**
L1 button	**Abducto Beam**
L1 button (hold) + ⊗ button	**Transmogrify**
L1 button (hold) + ○ button	**Drain**
L1 button (hold) + △ button (tap repeatedly)	**Abduct (and store in vault for Gene Blending)**

UFO Options (standing under saucer)

BUTTON	ACTION
⊗ button	**Gene blender**
○ button	**Navi-com**
△ button	**Enter Cockpit/Enter Turret (multiplayer)**
□ button	**Pox-mart**

INTRODUCTION

Since we last left Crypto, the virgin Furon DNA he recovered from the human genome has given him a brand new lease on life. Posing as the President, Crypto has taken complete control of the American government. Now the 50s are over, and it's the swinging 60s.

President Crypto spends his time partying with Hollywood starlets instead of calming Cold War tensions with the USSR. He gets a rude awakening when the Russians attack - nuclear missiles destroy the Furon Mothership as Crypto attempts to survive an assassination attempt by KGB agents. Pox barely escapes the destruction of the Mothership in hologram form as Crypto chases down his assailants and unearths sinister Soviet plans.

It's an alien Cold War! Furons in America vs. the USSR! Make War Not Love!

STARTING UP

Starting a New Game

Press the START button at the Title Screen to start the game. Destroy All Humans!® 2 has slots for up to five different save files.

Loading a Saved Game

Press the START button during the game and then select LOAD GAME by pressing the ⊗ button. Select a saved game and press the ⊗ button again to load the game.

THE PAUSE MENU

Attention Furon Warrior! Pressing the START button during gameplay will open the Pause Screen. From this screen you can choose from a variety of functions, which include Mission Goals, Game Options, Archives, Statisticon, list of Gene Blends for the Gene Blender, The Guide, and Multi-Furon. Use the L1 and R1 buttons to cycle through your choices and press the ⊗ button to confirm your selection. Press the △ button to exit a screen or return to the game. Please tell me even your lower brain functions can process this information.

Mission Goals

The Mission Goals Screen displays the general objectives for your current Mission in progress.

Game Options

The Options Screen allows you to Save, Load, or start a New Game, change the controller configuration and access Audio and Display options.

Controls

The Controls screen allows you to change both the Pitch and Turn Camera Control, as well as turn the Vibration Function on or off. Use the left analog stick or directional buttons to choose an option cycle between Normal and Inverted control for Camera Control, and on/off for the Vibration Function.

Audio Options

The Audio screen allows you to adjust the sound levels for Music Volume, Sound Effects Volume, and Dialogue Volume. You can also change the Sound Mode to Mono, Stereo, or Dolby® Pro Logic® II.

Display Options

The Display screen allows you to turn subtitles, widescreen mode (for widescreen TV's) and progressive scan mode on or off. Progressive scan mode should be selected only if your TV supports it. You will be asked to confirm that your TV supports progressive scan mode before it activates. If your screen goes blank or corrupts after selecting progressive scan mode, please wait 15 seconds for the previous mode to reactivate. You can also adjust the position of the screen from this options menu.

Archives

Access B-movies, the Art Gallery, and the Swingin' Jukebox you've unlocked here.

Statisticon

The Statisticon keeps track of various stats.

Gene Blender (List of Gene Blends)

Access all the various gene blends you can perform with the Gene Blender here.

The Guide

Everything you need to know in one handy reference.

Multi-Furon (2 Player Mode)

Take on the KGB with another Furon clone. Simply insert a controller into controller port 2 and press the ⊗ button on the second controller. Then re-enter the game for multi-player fun!

THE GAME SCREEN

Shield Bar

Your Shield Bar is located at the top right of the screen and indicates your current shield energy. Shield energy recharges when you are not in combat. Kill all of your opponents or find a place to hide and your shields will recharge. When the Shield Bar is empty you are vulnerable and can be killed. You can take a couple of hits before you will die when your shields are depleted. Once you die a clone will have to be sent in to resume the mission.

Radar

The Radar is located in the bottom left of the screen and displays important data, such as your current position, noteworthy objects and creatures in the vicinity and their current awareness status, objective icons, and even the location of the Saucer landing zones. Mission Objectives appear as pink blips on the radar. Do keep an eye on it, will you?

Alert Level Indicator

The Alert Level Indicator shows how much you have stirred up the humans and which of their defenses you have alerted. The alert level will go up as you make more humans Aware of your presence. Humans will become alerted when they see your alien form or when you start frying the authorities. A "!" symbol will appear above their heads and a ring around the radar will flash as the alert becomes more urgent. The alert level will go down when you stay out of sight or have snatched a body. With the mothership gone, Crypto and Pox can't control the humans anymore, so be especially careful. A well-timed Mind Flash, Free Love, or Forget directive could be helpful. Another option when you've managed to alert too many humans is to bodysnatch a cop or soldier and find a Police Box to lower the alert level.

Ability Menu

The Ability Menu will appear in the upper right of the screen every time you exercise your mental abilities by targeting a human being or creature and holding down the L1 button. When you lock onto a targetable object or person, the on-screen Ability Menu will display your available options. Each option can be executed by pressing the corresponding button while holding down the L1 button. The Ability Menu will also appear when targeting inanimate objects such as trash cans or cars. Make a mental note Crypto – not all targets have all Ability options available.

Virtual Indicator

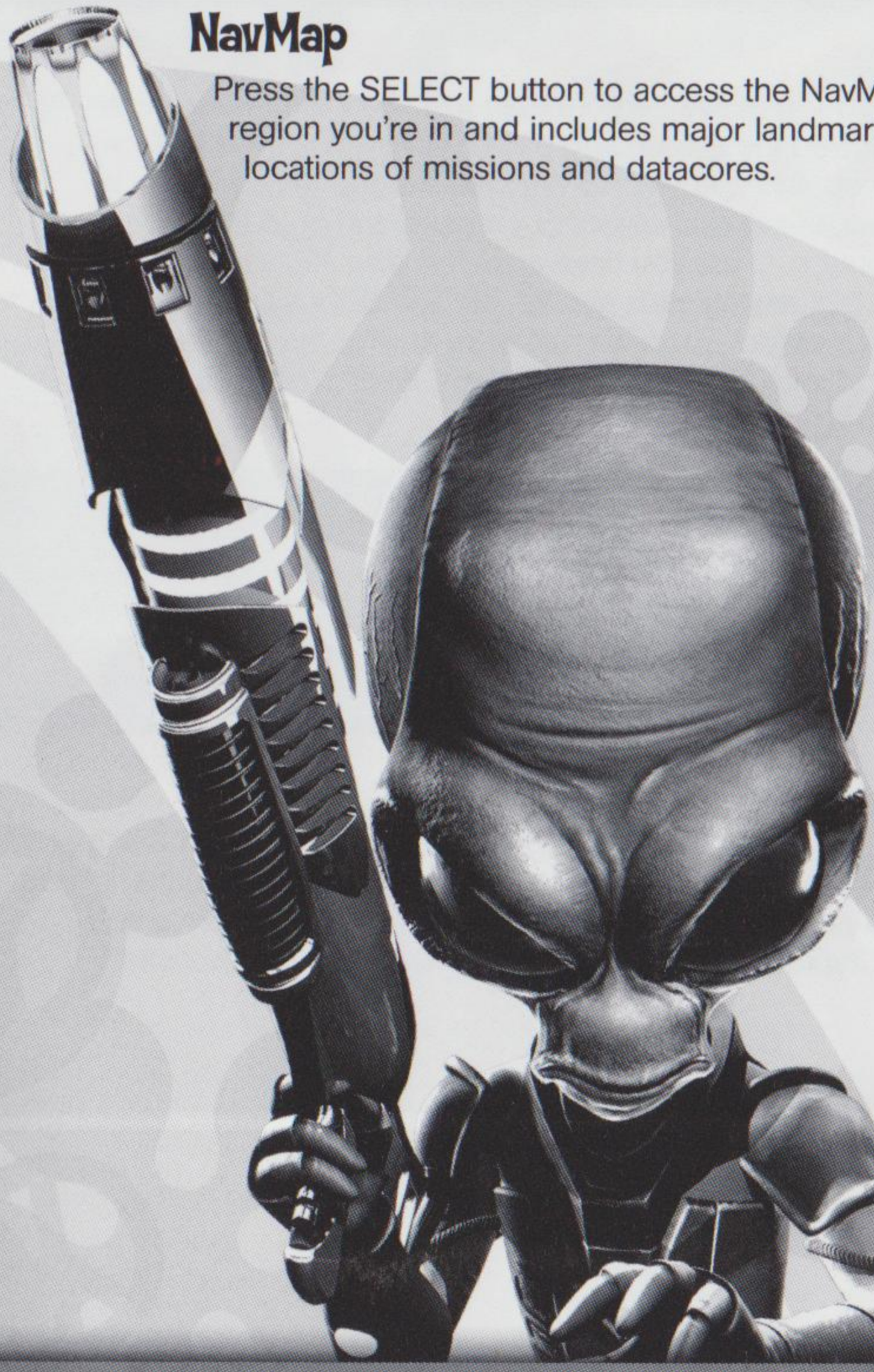
In addition to the data on your Area Map, we will be constantly feeding you important information, which will appear as virtual indicators over certain objects, creatures, and human beings.

Weapon Indicator

It's true – a lesser Furon, such as yourself, will have to rely on advanced weaponry from time to time. Sometimes a well-aimed Zap-O-Matic is what is needed to get do the job done correctly. When you have a weapon equipped, the Weapon Indicator will appear in the top right of the screen. This indicator displays the current weapon and the amount of ammunition it has left. You can change your weapon by pressing and holding the ■ button, and then pushing the left analog stick in the direction of the desired weapon.

NavMap

Press the SELECT button to access the NavMap. It shows the entire city or region you're in and includes major landmarks and LZs, as well as the locations of missions and datacores.



MiND OVER MATTER

As you know, Furons such as myself rely on our mental abilities for menial tasks. You, however, have yet to develop my higher brain functions. Never fear, there's no need to feel ashamed. You can still use your novice abilities to your advantage. Not being as highly developed as myself, however, some of your mental abilities will have limitations.

Free Love

Target a human (L1 button) and hold the L1 button while tapping the ◉ button to force humans to do the Free Love Dance. You will need to upgrade Free Love to force more highly trained enemies to dance a jig.

Follow, Protect, and Forget

Target a human (L1 button) and hold the L1 button while tapping the ▣ button. Civilians will follow you around like a lost puppy while enemies will protect you with their feeble little lives. You can also make a human who has seen you, and is showing the "!" symbol above their heads, forget about you.

Psychokinesis

We Furons can do far more with our massive cerebra than just scanning lesser minds. As I told you, over eons we have evolved the astounding power of Psychokinesis (PK), with which we can elevate and move objects many times our own weight. To use PK on a living creature or inanimate object, target said object or creature and hold the L1 button then press the △ button. Once you have activated your PK, you can then manipulate your target with the right analog stick and △, ▣, and ◉ buttons. The right analog stick will move the targeted object up, down, left or right while the ▣ and ◉ buttons will move it toward and away from you respectively. Finally, the △ button will hurl the object with satisfying force.

Mind Flash

Mind Flash stuns everyone in sight for a short period of time and resets the Alert Level to zero. Hold the ◉ button to fire off a Mind Flash. You'll need a full supply of human brains to pull off a Mind Flash—it's very mentally draining!

Brain Extraction

Replenish your Mind Flash Ability by using the Brain Extraction. Target a human (living or dead), and hold down the L1 button while tapping the ✕ button. Hit these buttons long enough, and the Brain Stem will pop from the human's head like the pulp from a soft melon. You can only do this in Crypto mode, not while inside the body of a human.

Body Snatch

But wait, there's one more ability you will be able to pull off–body snatching. Yes, it's possible, even probable that you will need to disguise yourself as one of those ugly, disgusting human beings to get around virtually undetected while in their midst. To do so, target a human and tap the △ button to assume their identity (if you can win the Battle of Wills–also note that if you're shot while attempting to snatch a body, you'll lose the Battle of Wills and will have to try again). To break the Battle of Wills either move away from your target or press the ○ button. You will need to deal with anyone who sees you while you bodysnatch as they will inform the authorities. A quick burst of "free love" or forget will usually help things back to normal, or you could always kill them. While you are disguised the humans will not become aware of you. This will stop them from raising the Alert Level further. It's an important tool for the Furon who wants to travel in secret. You can also sprint in body snatch mode by pressing the ✕ button. However, maintaining this ability is a strain on the body of the person you inhabit, and they will slowly lose health. You must use this ability wisely!

Cortex Scan

As you know, Furons owe our superiority to our fantastic mental powers. For example, we can peer into the minds of lower life forms via the Cortex Scan. Cortex Scanning any unsuspecting living creature with a brain allows us to read its synaptic firings like a pop up book. You can only execute a Cortex Scan after you've snatched human body. Then, target a creature and hold down the L1 button while tapping the ✕ button until you have ripped their illiterate thoughts from their pathetic little brains!

Talking to People

Yes, even we Furons have to occasionally lower ourselves to talk to the monkeys. You can talk to people with a blue halo around their feet. To talk to HoloPox or a human, approach them and press the △ button. You need to approach them in the correct body and you can't have a conversation while under fire!

Using Objects

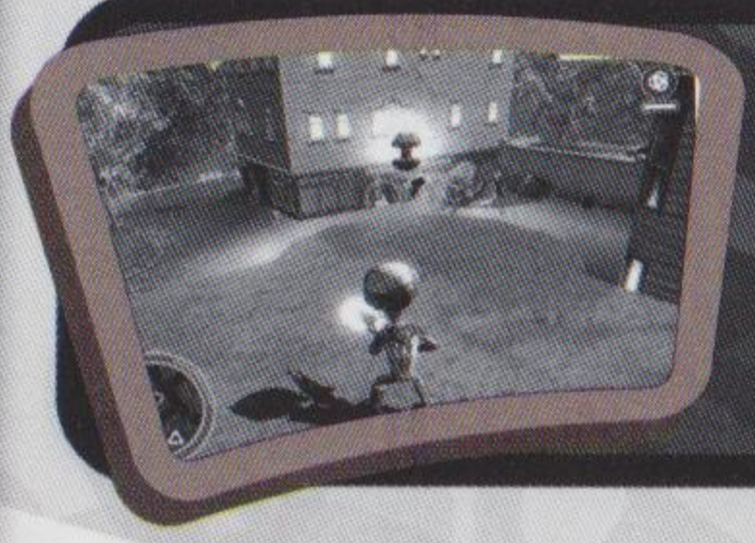
You can use objects with a blue halo around them. To use an object, approach it and if it is usable, you will then have a choice of things to do. Some objects require you to have a specific body (and you can't use an object while under fire!).

FURON TECHNOLOGY

It's true – you don't have my superior mental capabilities, and as such, you are going to need some extra help while you are out amongst the earthlings. Over the eons, we Furons have used our technological brainpower to come up with high-tech weaponry and gadgets that even the most advanced extraterrestrials could never dream of. I suggest you get acquainted with them quickly or else suffer a humiliating fate.

Datacores

Find the Datacores that have fallen from the nuked Mothership to unlock new weapons and technology. The datacore shielding is very strong and only if you pass close to one will you be able to pick up its signal. Search for them Crypto!



Furotech Cells

Collect Furotech Cells to upgrade your weaponry. Each weapon has a variety of upgrades and enhancements, such as increased ammo, more effective range, or longer duration. Collect the whole set!

Alien Artifacts

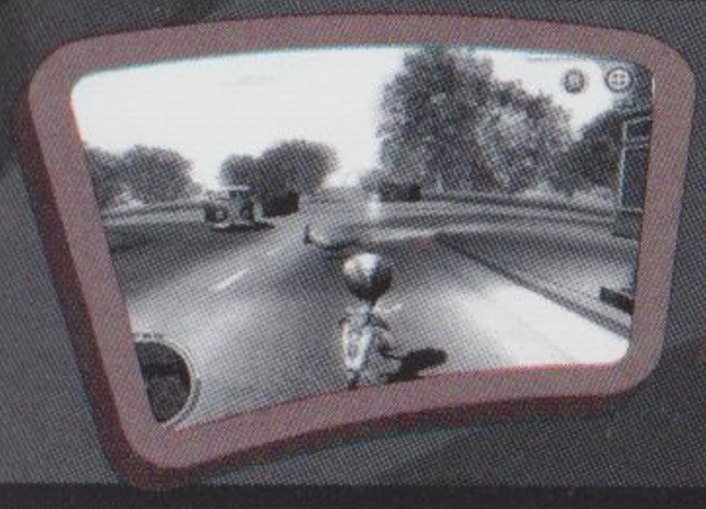
Search out ancient Alien Artifacts to unlock deeply buried Furon secrets and other special treats.

Weaponry

Apparently you're new to this whole "first encounter" thing, so let me enlighten you. You do have weapons with which you can use on these primitive humans. Firing them is child's play. Just target an enemy and hold down the R1 button. Be warned: Some weapons will run out of ammo or need to be recharged during use. Keep an eye on the Weapon Indicator in the bottom right of your screen.

Zap-O-Matic

I do love the sound of crackling energy mixed with the shock and, dare I say, abject horror of a primitive human at the receiving end of the Zap-O-Matic! While it may not be the mightiest weapon in your arsenal, a few prolonged blasts of the Zap-O-Matic will fry any human being into a quivering mass of skin and bones. The Zap-O-Matic runs on renewable energy and will have to recharge with repeated use.

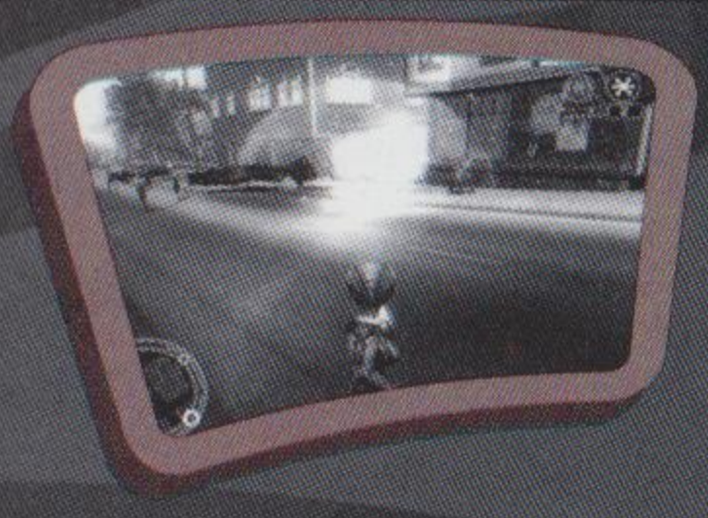


Dislocator

The Dislocator lifts up anything it hits and flings it around. Watch out though—once a disc picks something up, it's out of your control! Press the R1 button to launch a disc at your target. The Dislocator is useful for keeping people and vehicles at bay.

Disintegrator Ray

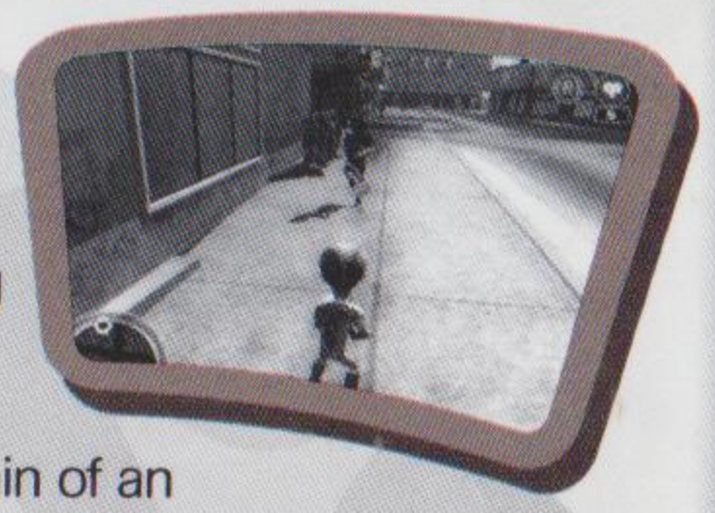
Ah yes, the Disintegrator Ray. This precious piece of Furon weaponry has the capability of engulfing its target in bursts of molten hot energy. All it takes is a few direct hits to completely vaporize them into neat little piles of ash.



Ion Detonator

How I do love the Ion Detonator. This ingenious weapon launches a plasmatic Ion Bomb, which will either explode within approximately ten seconds, catching and instantly killing any human beings foolish enough to be caught in its wide blast radius, or can be detonated remotely at will. Press and hold the R1 button to launch an Ion Detonator. The longer you hold the R1 button, the farther you will lob it. To detonate an Ion Bomb once it's been launched, just press the R1 button a second time.

Anal Probe



Even though these humans are our inferiors in every way, that doesn't mean they shouldn't be examined. The Anal Probe serves a two-pronged purpose. One, it allows us to study them…intimately. Two, it pleases me to no end to see them running around grabbing their behinds. When the anal probe is aimed correctly, a small green circle will appear. Press the R1 button to activate the probe, and if the aim is still good, it should extract the brain of an ordinary person with one shot. Aim poorly, and all you'll get is a glancing blow.

Arkvoodle & Landing Zones

Arkvoodle of the Sacred Crotch is the one true ancient Furon God. Arkvoodle statues are scattered throughout the world—left by your Furon ancestors to mark ancient landing sites. Arkvoddle is a cantankerous god—you need to carry out his demands to unlock new landing zones. Once unlocked, you can call the Saucer to that location by pressing the △ button.

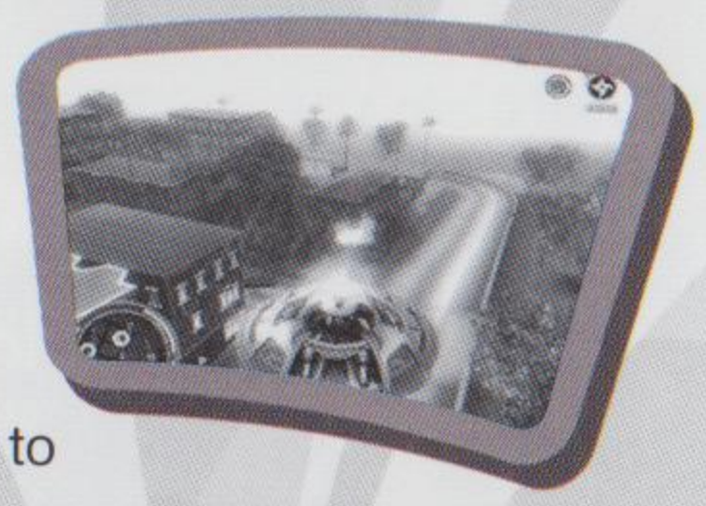
Pox-Mart

Pox-Mart lets you upgrade your weapons, jetpack, and shields. You need to retrieve Furotech Cells so Pox can build these upgrades for you.

The Saucer

Even though the mothership is destroyed you'll still have access to your Scout ship as soon as you can call it to your location. DO be careful with it, it's coming out of your pay if you damage it. You can control her using the left analog stick to move forward and reverse, as well as to turn left and right. The right analog stick will allow you to rotate, while pressing the R1 button will fire the currently equipped weapon. Whatever you do, be careful with her!

Death Ray



The Death Ray comes standard equipped with all Furon saucers and its devastating effects on the landscape and surrounding structures is quite gratifying. Holding down the R1 button will shoot a continuous beam of energy at the ground, cutting a swath through anything it touches. While the Death Ray has unlimited energy, you will need to allow it to charge between shots.

NaviCom

Access the NaviCom by standing underneath the saucer and pressing the ◎ button. The NaviCom will bring up a map of Earth and you can choose to travel to one of several exciting destinations.

Abducto Beam

Objects, such as automobiles, and yes, even human beings, can be sucked up with the Abducto Beam and then transported high above the landscape. To target an object with the Abducto Beam, position the Saucer over it and then press and hold the L1 button. Press the △ button to lift the target in the beam, allowing you to move and drop it elsewhere. Want to get rid of a pesky tank? Why not toss it in the lake?

Drain

To recharge the Saucer's shields, you need to Drain energy from vehicles. Press and hold the L1 button to activate the Abducto Beam. Move over a vehicle, continue holding the L1 button, then rapidly press the ◎ button to Drain energy from the target.

Cloaking

While you've been idling about in the Oval office, I've been making some upgrades to your saucer to allow you to move about with a little less attention. Pressing the L2 button when in the Saucer will cloak the ship and allow for some stealth ability. I might be persuaded to upgrade it some more if you bring me some of those tasty Furotech cells that are lying about. Only the Abducto Beam is available while cloaking, not the other weapons.

Vault

You can Abduct humans and store them for use in the Abduction Vault for use in the Gene Blender. Activate the Abducto Beam, move over a human and press the △ button to abduct them, then press the △ button again to store them in the Vault.

Sonic Boom

The Sonic Boom shoots powerful anti-matter globules at its target, creating a large and devastating shockwave that will cause serious damage to anything nearby when it makes contact. You'll find the Saucer's Sonic Boom cannon can hold plenty of projectiles. Use them wisely.

Anti-Gravity Field

The Anti-Gravity Field is a great way to disable the swarms of tanks and SAMS those pesky humans love sending out to attack your Saucer. Press the R1 button to launch an Anti-Gravity Field. You'll need to upgrade the field to hand the heaviest weapons the humans will throw at you.

Quantum Deconstructor

You want power? I'll give you power! The Quantum Deconstructor is the ultimate in Furon technology. This serious weapon fires radioactive bombs, which explode in huge clouds of nuclear energy laying waste to anything inside its blast radius. These bombs are extremely rare and hard to come by and the Saucer can only carry a limited amount.

Note: There may be additional weapons for Crypto and the Saucer that can be unlocked throughout the game.

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The XDG Group
Arkvoodle of the Sacred Crotch
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Orthopox
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Ponsonby
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Natalya
Courtney Taylor

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Jocelyn Blue
Steve Blum
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Keith Ferguson
Jason Harris
Yuri Lowenthal
Jim Meskimen
Phil Morris
Paul Nakauchi
David Shaughnessy
Stephen Stanton
Fred Tatasciore
Richard Tatum
Paula Tiso
Jim Ward

Voice-Over Casting, Direction, Production
VoiceWorks Productions, Inc.

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Douglas Carrigan

Additional Voice-Over Direction
Tom Abernathy

Administrative
Monique Nelson

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Orchestral Recording Engineer
Dan Blessinger

Studio Engineer
Matt LaPoint

Orchestrations
Garry Schyman
Mike Kelley
Richard Morgan

Music Preparation and Orchestral Contractor
Ross DeRosche - DeRosche Music

Recording Studio
Martin Sound

Orchestra
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Pat Johnson
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Johana Krejci
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Marni Johnson
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Bob O'Donnell
John Fumo
Gary Halopoff
Alex Iles
Bob Payne
Ross DeRoche
Amy Shulman

MUSIC

"Down In The Valley"
Written by Ross Flournoy and Scott Claassen
Performed by The Brokedown

"Dirty Red"
Written by L. Koizumi, M. Arnold, L. Friedman and B. Bones
Performed by The Morlocks

"Turn It Off"
Written by Noel Gonzalez, Edgar Rodriguez and Hermann Senac
Performed by The Guilty Hearts
Courtesy of Voodoo Rhythm Records
© 2005 Voodoo Rhythm Publishing

"Help You Ann"
Written by Jeff Connolly
Performed by The Lyres
℗ 1998 Matador Records
Courtesy of Matador Records
© 1983 by Crook and Flail Music (BMI) administered by Bug

"Long Road"
Written and performed by Mark Watrous

"Pattern Skies"
Written by Craig Fox, Patrick Keeler and Jack Lawrence
Performed by The Greenhornes
Courtesy of V2 Records
℗ 2005 The Greenhornes
Published by Each Hit Below Me/Domino Publishing Co. of America, Inc. (BMI)

"Pier Thirteen"
Written by Jake Cavalere and Johnny Davilla
Performed by The Bomboras
Courtesy of Dionysus Records
Published by Way Cool Music (BMI)
By arrangement with Ocean Park Music Group

"Back In That Room"
Written by Nic Armstrong
Performed by Nic Armstrong & the Thieves
Courtesy of New West Records, LLC

BINK VIDEO

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THQ Customer Services

AUSTRALIA

Technical Support and Games Hotline
1902 222448
Call costs **$2.48** (incl GST) per minute
Higher from mobile/public phones

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Tel. **09001 505511**
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Correo: THQ Interactive Entertainment España S.L.U.,
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Tlf. **91799 1990** (De Lunes a Viernes de 10.00 a 13.30 horas y de 16.00 a 18.00 horas)

El precio de la llamada es el precio de una llamada convencional sujeto a los precios establecidos por cada compañía telefónica.

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on-line compilando un semplice form:
http://www.halifax.it/assistenza.htm

Tel. **024 130345**
(Dal lunedì al venerdì, dalle ore 14 alle ore 19)

E-mail: **assistenza@halifax.it**

Tariffa urbana per chi chiama da Milano, interurbana per chiamate provenienti da altri distretti

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für **technische** Fragen
Mo.-Sa. von 11.00–21.00 Uhr

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liga: **256 836 273**
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02/06

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• Österreich — **0820 44 45 40**

0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **70 12 70 13**

Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

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17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**

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• Malta — **23 436300**

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• Nederland — **0495 574 817**

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

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• Portugal — **707 23 23 10**

Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**

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• Sverige — **08 587 822 25**

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• UK (network gaming only) — **08702 42 22 99**

• UK (all other enquiries) — **08705 99 88 77**

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